Snake Creek candidate for bobsled, luge runs

By SONNI SCHWINN Herald Correspondent

Park property in Snake Creek Canvon is once again a likely candidate for the 1998 Olympic bobsled and luge runs, according to Wasatch County Commissioner Pete Coleman, a member of the Salt Lake City Bid Committee for the Olympic Winter Games.

Although he had proposed Snake Creek when Salt Lake first decided to bid for the Olympics, Park City appeared to be the leading contend-

Governments recently that Park HEBER CITY — Wasatch State City will probably be chosen for the downhill races and ski-jump competition and is losing interest in the other two events because of the possible impact on the community.

Along with Snake Creek, the committee is considering Bear Canyon for the bobsled and luge runs, near the Wasatch-Summit County line, east of Deer Valley, he said. A technical team will begin to evaluate the sites near the end of this month and all the sites must be er for the luge and bobsled. But he identified by the end of July. The

within 50 miles of Salt Lake City.

One reason the Snake Creek site has a good chance is that it is already government property. Permanent, year-round training facilities would be built for about \$23 million, but at no cost to the countv. The only other bobsled and luge training facilities in the U.S. are at Lake Placid, which Coleman said is always booked.

He assured Midway Mayor Reed Bezzant that traffic and parking should not present a problem to Midway. He said most people would Olympic Committee."

told the Wasatch County Council of committee prefers the sites are be transported by shuttle buses and and parking at the site would be minimal.

> Commission Chairman Moroni Besendorfer added, "They would park around the county, in Heber, Charleston, Midway, wherever there's a place, then they'd be shuttled over there."

Heber City Mayor Scott Wright said those in charge of the Olympics "are very sensitive about what it's going to do to the environment. I think that permeates the whole